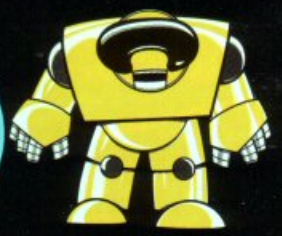
FREE! SONIC STICKER SET NO.3!
Sonic
the comic
No. 38 • November 11th 1994
Britain's
OFFICIAL
SEGA
COMIC
£1.15 Every Fortnight
SONIC &
KNUCKLES
TEAR
IT UP!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
Stand by for fireworks and monster treats!

In this spooky issue of *STC*, there's a fiendish-looking **Halloween Graphic Zone**. If you're scared, you've only got yourselves to blame!

There are fireworks in **Sonic** as Sonic and Knuckles thwart Robotnik's evil plans - and even more next issue when **Knuckles** starts his own mega STC series!

Big news! Two monster-sized issues are coming your way in time for Christmas. All your regular favourites plus some fabbo surprises! Stay tuned.

Back to this issue. **Tails** comes to the end of his latest adventure. Don't worry, fox fans, he'll be back.

Have a fearsome Halloween and a safe Bonfire Night.

Megadroid

COOL OR FOOL?

FOLLOW THE FIREWORKS CODE!

This time next week fireworks will be tearing up the night sky across the country. To ensure total coolness and maximum enjoyment STC offers the following tips for all Boomers:

1. Keep fireworks in a closed box.
2. Follow the instructions on each firework carefully.
3. Light tip of firework fuse at arm's length.
4. **Stand well back.**
5. **Never** return to a firework once lit.
6. **Never** throw fireworks.
7. **Never** put fireworks in your pocket.
8. Keep pets indoors.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up — down — non mover
RE re-entry — NEW new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	SUPER STREET FIGHTER 2
2	▲	JUNGLE BOOK
3	▼	FIFA INTERNATIONAL SOCCER
4	—	SONIC SPINBALL
5	—	PGA EUROPEAN TOUR GOLF
6	▲	PETE SAMPRAS TENNIS
7	▲	MORTAL KOMBAT
8	▼	SONIC THE HEDGEHOG
9	—	SONIC THE HEDGEHOG 2
10	▼	SONIC THE HEDGEHOG 3

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	▲	TOMCAT ALLEY
3	▼	BATTLECORPS
4	—	ECCO THE DOLPHIN
5	RE	LETHAL ENFORCERS
6	▼	SONIC CD
7	▲	GROUND ZERO TEXAS
8	—	SILPHEED
9	RE	ROAD AVENGER
10	▼	PRINCE OF PERSIA

MASTER SYSTEM

1	▲	SONIC THE HEDGEHOG 2
2	▲	ROBOCOP V TERMINATOR
3	▲	DESERT SPEED TRAP
4	▼	SONIC CHAOS
5	▲	COOL SPOT
6	▲	SONIC THE HEDGEHOG
7	▼	JUNGLE BOOK
8	▲	MICRO MACHINES
9	▼	MICKEY MOUSE
10	—	F1

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	—	SONIC CHAOS
3	—	SONIC THE HEDGEHOG
4	—	MICKEY MOUSE
5	—	JUNGLE BOOK
6	—	STREETS OF RAGE
7	▲	STAR WARS
8	▲	MICRO MACHINES
9	▼	BRAM STOKER'S DRACULA
10	RE	THE SIMPSONS

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- **Publisher:** Rob McMenemy

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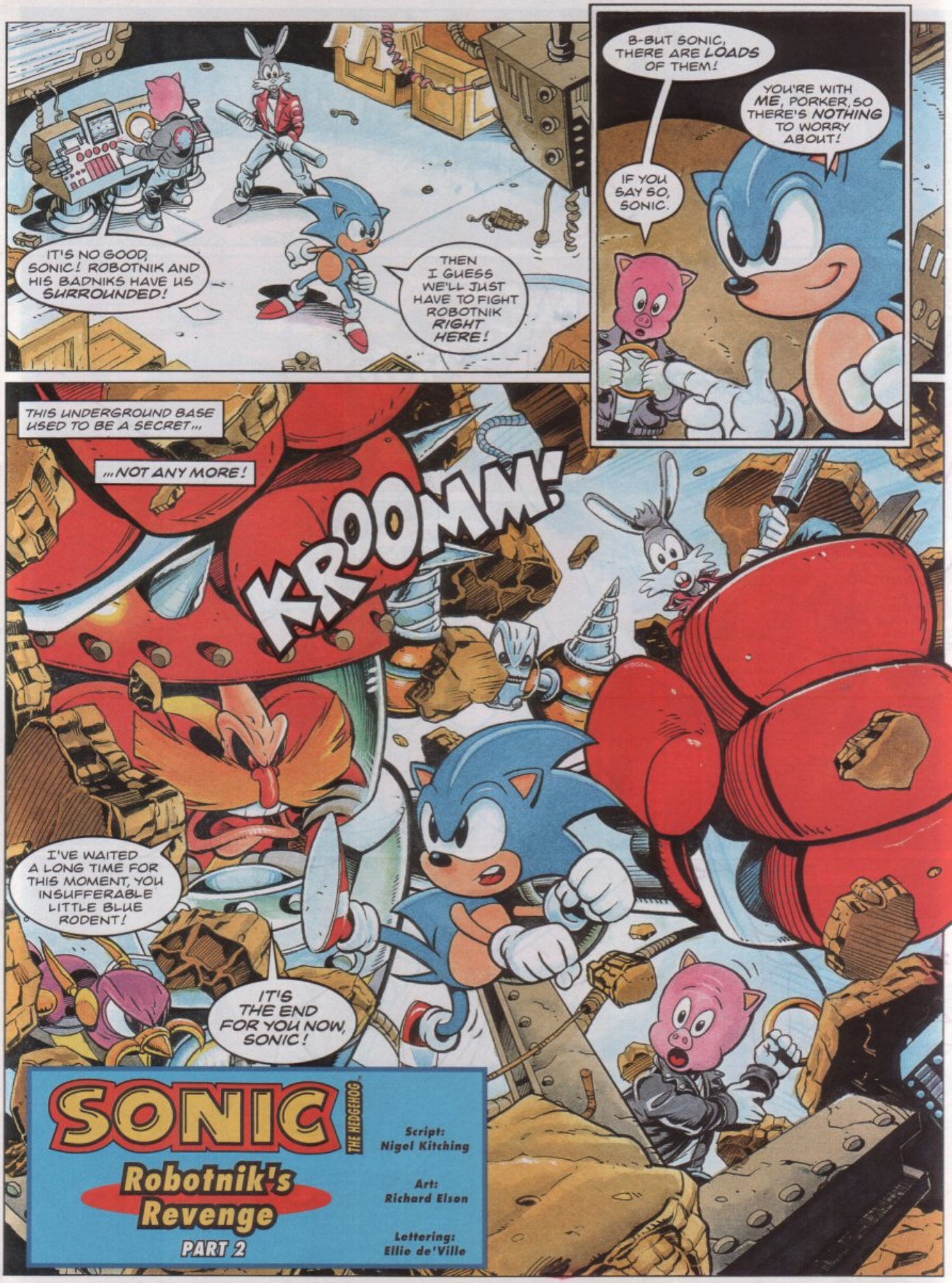
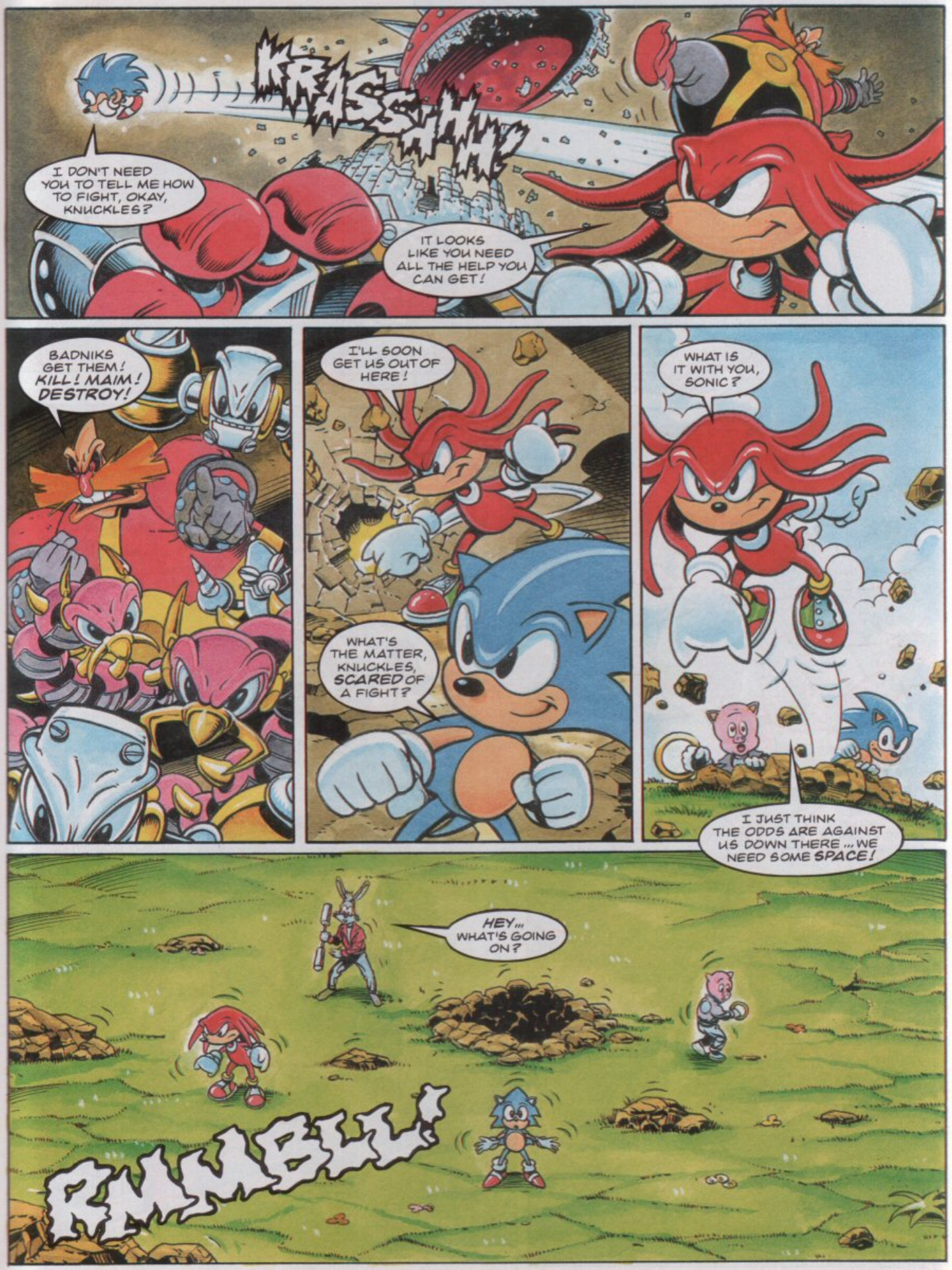
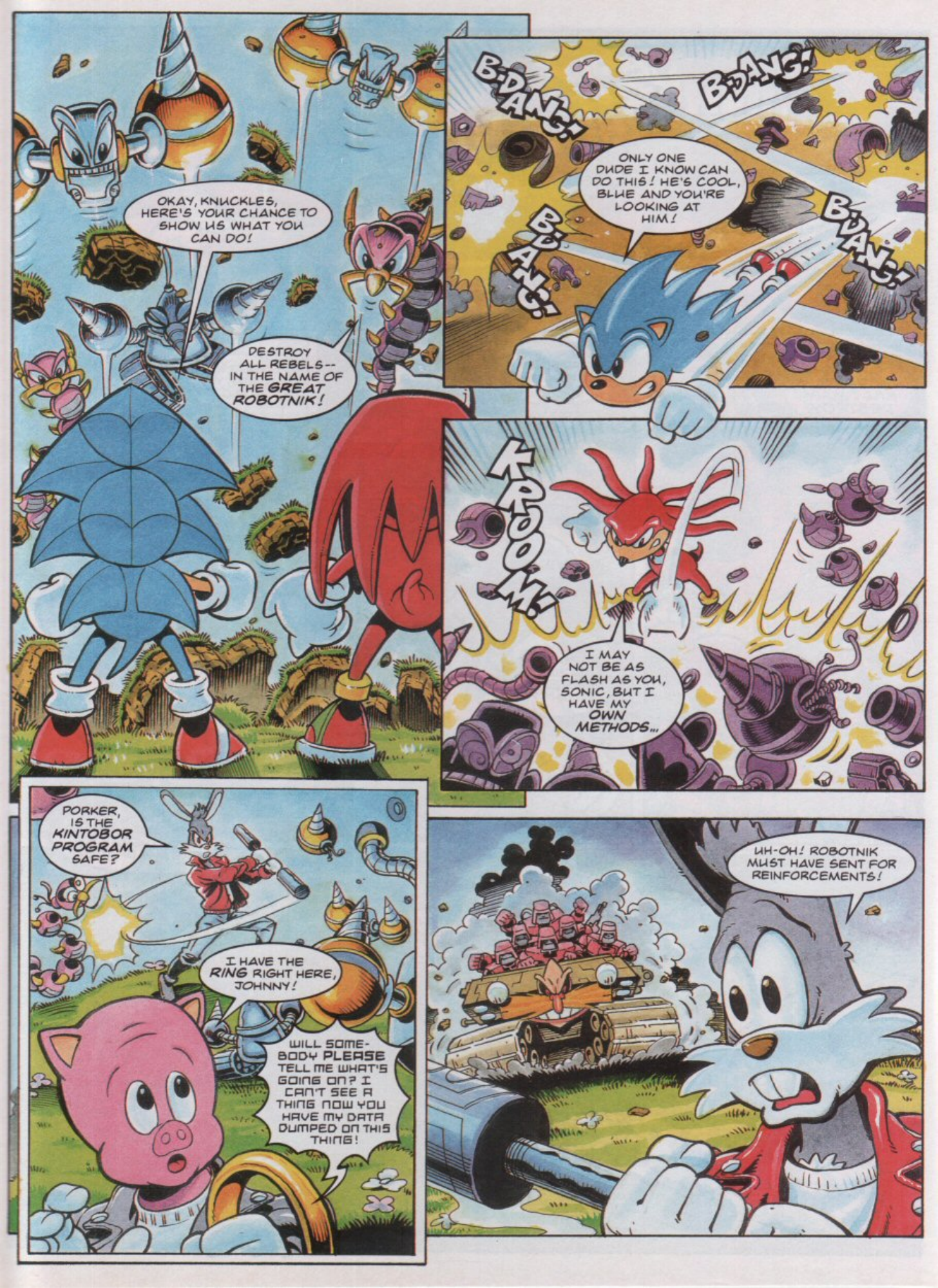
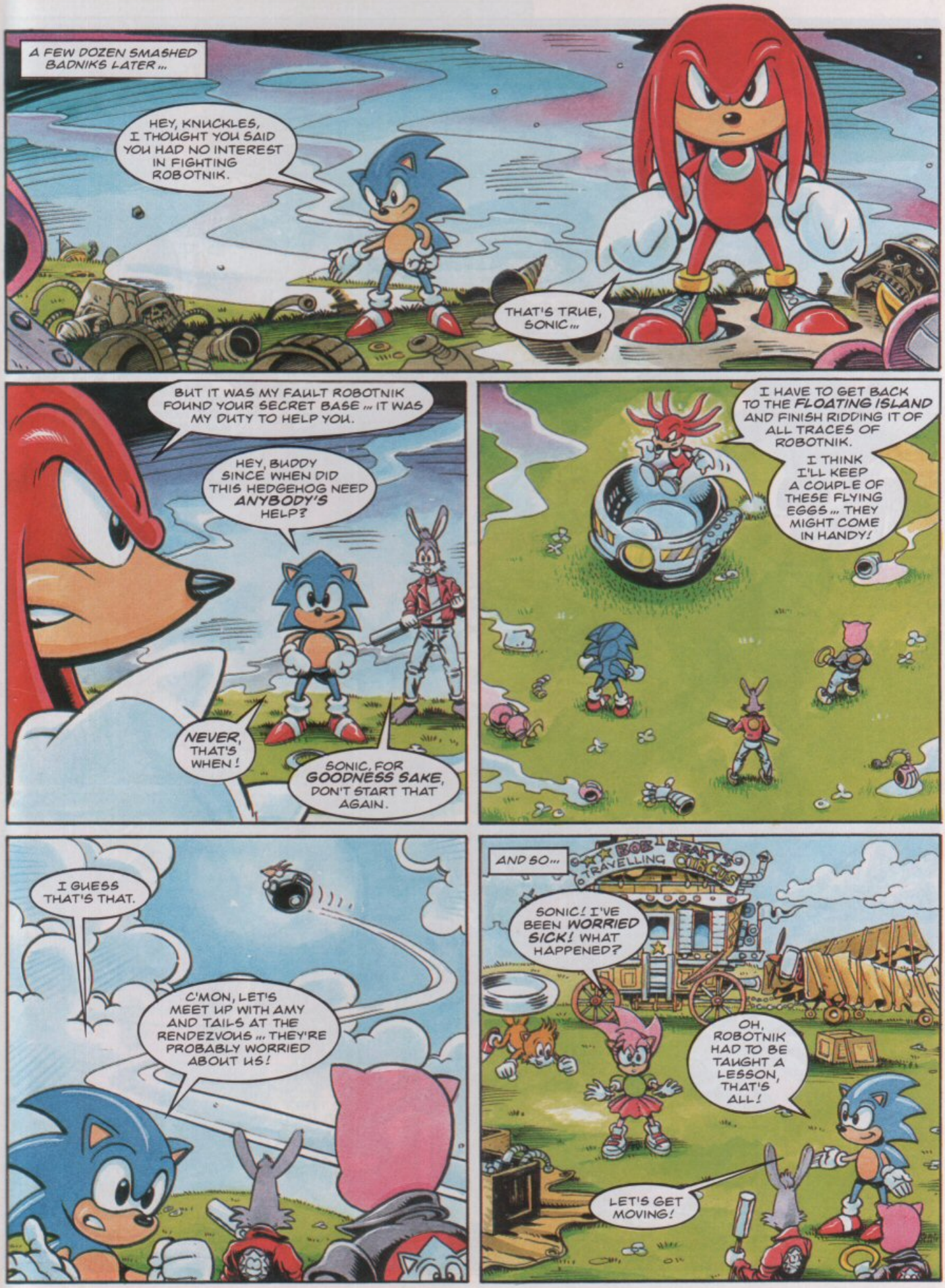

IT'S NO GOOD, SONIC! ROBOTNIK AND HIS BADNIKS HAVE US SURROUNDED!
THEN I GUESS WE'LL JUST HAVE TO FIGHT ROBOTNIK RIGHT HERE!
B-BUT SONIC, THERE ARE LOADS OF THEM!
YOU'RE WITH ME, PORKER, SO THERE'S NOTHING TO WORRY ABOUT!
IF YOU SAY SO, SONIC.
THIS UNDERGROUND BASE USED TO BE A SECRET...
...NOT ANY MORE!
KROOMM!
I'VE WAITED A LONG TIME FOR THIS MOMENT, YOU INSUFFERABLE LITTLE BLUE RODENT!
IT'S THE END FOR YOU NOW, SONIC!
SONIC THE HEDGEHOG
Robotnik's Revenge
PART 2
Script: Nigel Kitching
Art: Richard Elson
Lettering: Ellie de'Ville

STILL TRYING THE SAME OLD TRICKS, EH, SPIKEBALL?
TONGG!
FORGET IT, THE SQUEEZE TAG MACHINE IS SPIN ATTACK PROOF!
NO SUCH THING, EGG-BREATH. A FEW MORE HITS AND YOUR MACHINE WILL BE HISTORY.
ALL I NEED IS A LITTLE MORE TIME AND I'LL...
...SORRY, SONIC, YOUR TIME HAS JUST RUN OUT!
KRAKRAKRAK!
HUH?
KNUCKLES! GRIMER TOLD ME YOU WERE DEAD!
HE TOLD YOU WHAT I WANTED HIM TO, ROBOTNIK!
LOOK, SONIC, KNUCKLES HAS DONE IT... HE'S BROKEN THE GLASS!
HUH, ONLY BECAUSE I WEAKENED IT...
QUICKLY, SONIC, USE YOUR SPIN ATTACK!


KRASH!!!
I DON'T NEED YOU TO TELL ME HOW TO FIGHT, OKAY, KNUCKLES?
IT LOOKS LIKE YOU NEED ALL THE HELP YOU CAN GET!
BADNIKS GET THEM! KILL! MAIM! DESTROY!
I'LL SOON GET US OUT OF HERE!
WHAT'S THE MATTER, KNUCKLES, SCARED OF A FIGHT?
WHAT IS IT WITH YOU, SONIC?
I JUST THINK THE ODDS ARE AGAINST US DOWN THERE ... WE NEED SOME SPACE!
HEY... WHAT'S GOING ON?
RMBLL!


OKAY, KNUCKLES, HERE'S YOUR CHANCE TO SHOW US WHAT YOU CAN DO!
DESTROY ALL REBELS-- IN THE NAME OF THE GREAT ROBOTNIK!
B-BANG!
B-BANG!
B-BANG!
B-BANG!
ONLY ONE DUDE I KNOW CAN DO THIS! HE'S COOL, BLUE AND YOU'RE LOOKING AT HIM!
KROOM!
I MAY NOT BE AS FLASH AS YOU, SONIC, BUT I HAVE MY OWN METHODS...
PORKER, IS THE KINTOBOR PROGRAM SAFE?
I HAVE THE RING RIGHT HERE, JOHNNY!
WILL SOMEBODY PLEASE TELL ME WHAT'S GOING ON? I CAN'T SEE A THING NOW YOU HAVE MY DATA DUMPED ON THIS THING!
UH-OH! ROBOTNIK MUST HAVE SENT FOR REINFORCEMENTS!

YOU'RE LOOKING TIRED, BUDDY. GO AND HAVE A LIE DOWN ... I'LL TAKE CARE OF THINGS HERE!
HEY, I WAS JUST GOING EASY SO I WOULDN'T MAKE YOU LOOK BAD!
LOOKS LIKE ROBOTNIK IS GETTING AWAY AGAIN ...


A FEW DOZEN SMASHED BADNIKS LATER...
HEY, KNUCKLES, I THOUGHT YOU SAID YOU HAD NO INTEREST IN FIGHTING ROBOTNIK.
THAT'S TRUE, SONIC...
BUT IT WAS MY FAULT ROBOTNIK FOUND YOUR SECRET BASE... IT WAS MY DUTY TO HELP YOU.
HEY, BUDDY SINCE WHEN DID THIS HEDGEHOG NEED ANYBODY'S HELP?
NEVER, THAT'S WHEN!
SONIC, FOR GOODNESS SAKE, DON'T START THAT AGAIN.
I HAVE TO GET BACK TO THE FLOATING ISLAND AND FINISH RIDDING IT OF ALL TRACES OF ROBOTNIK.
I THINK I'LL KEEP A COUPLE OF THESE FLYING EGGS... THEY MIGHT COME IN HANDY!
I GUESS THAT'S THAT.
C'MON, LET'S MEET UP WITH AMY AND TAILS AT THE RENDEZVOUS... THEY'RE PROBABLY WORRIED ABOUT US!
AND SO...
BOB KRANK'S TRAVELLING CIRCUS
SONIC! I'VE BEEN WORRIED SICK! WHAT HAPPENED?
OH, ROBOTNIK HAD TO BE TAUGHT A LESSON, THAT'S ALL!
LET'S GET MOVING!

HERE, SONIC, YOU'D BETTER GET INTO YOUR BOB BEAKY DISGUISE.
STOP AHEAD
UH-OH, LOOKS LIKE ROBOTNIK HAS SET UP SOME ROAD BLOCKS!
HALT, CITIZEN!
WE'RE LOOKING FOR THAT TRAITOR OF MOBIUS, SONIC THE HEDGEHOG.
HE'S REPORTED TO BE IN THIS ZONE.
SONIC THE (HLP) HEDGEHOG? WE HAVEN'T SEEN HIM.
D... DO WE LOOK LIKE FREEDOM FIGHTERS?... ER, I MEAN, TRAITORS!
HMMMM... WELL, IF YOU SEE ANY SIGN OF SONIC OR HIS MOTLEY BAND, LET US KNOW.
MOVE ON!
I DON'T KNOW WHICH IS WORSE, BEING FORCED OUT OF OUR SECRET BASE OR HAVING TO LOOK AT JOHNNY WEARING THAT RIDICULOUS MOUSTACHE!
WHAT? I THINK IT MAKES ME LOOK DISTINGUISHED!
NEXT ISSUE: SONIC NO MORE?

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: David Gibbon.

DROP ZONE

GG

game type: SHOOT 'EM UP
1-2 PLAYERS

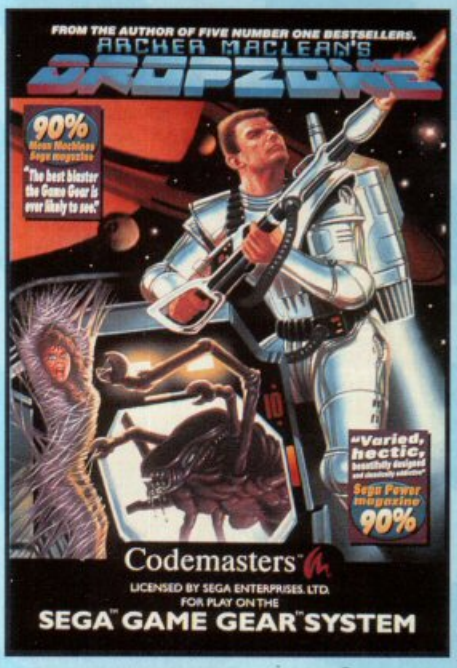
MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

Drop Zone, created by Archer Maclean, was one of the earliest video games. Set in the late 21st Century, many human lives are extinguished as a result of the robot wars. However, the survivors build a star cruiser (called a Tacheon), which is powered by rare Ionian crystals. The crystals are situated across the planet IO (Jupiter's second inner most moon) and must be collected by you to keep the star cruiser on the move. As controller, you must also rescue free-roaming scientists before the aliens get to them.

Drop Zone is similar to another '80's title, *Defender*. As far as shoot-em-ups go, the basic gameplay is better than anything on the market today. You control a lone jet-packed spaceman, travelling across IO horizontally at a fast and frantic pace. Numerous different waves of aliens appear on the screen which must be destroyed using a pulse laser. Strata bombs are also at your disposal to destroy all aliens, apart from Androids.



Each man must be collected in turn and returned to the landing pad at moonbase. A counter screen indicates how many men need to be rescued and how many have already been dropped off. Once the rescue is complete and the planters, spoilers and blunder storms are destroyed, you'll proceed to the next attack wave; there are 100 levels or waves in total.

Added protection against the aliens is supplied by a few seconds of cloak power or force shield. Once activated, a warning signal is sounded three seconds before it runs out. A bonus life, one strata bomb and seven seconds of cloak power are awarded after every 10,000 points scored.

The graphics in **Drop Zone** are rather primitive. However, a huge plus is its immediate playability. Trouble is, a few spare minutes of gameplay can turn into hours! - DG

FAST FAX

PUBLISHER: CODEMASTERS
PRICE: £27.99

GRAPHICS 72
SOUND 76
PLAYABILITY 88

RAVES
A classic shoot-em-up from the legendary Archer Maclean

GRAVES
Fast and frantic gameplay

OVERALL 86%

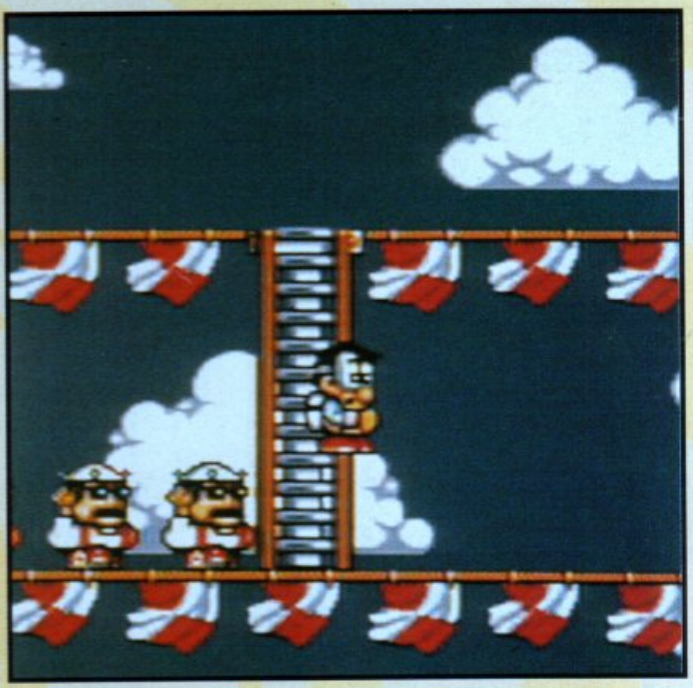
S.S. LUCIFER

game type: PLATFORM
1-2 PLAYERS

Known previously as *Sink or Swim*, **S.S. Lucifer** was first released on the Amiga. The idea behind this Mega Drive release is that a ship called the **S.S. Lucifer** has been damaged by an iceberg off the coast of Greenland. A hume named Kevin decides to set off from his Sea Rescue Station in a bid to save the ship, cargo and Dim passengers.

The gameplay is very similar to the *Lemmings* titles. You control Kevin and attempt to rescue passengers on each of the 100 levels by guiding them to an Escape Hatch. Each level contains various objects to obstruct your progress, including rapidly rising water, blazing fire and very dangerous spikes.

The Dim passengers are thus called because they keep walking until they meet an obstacle, be it a pair of ladders or some rather deadly flames! They can however be guided in the right direction by using conveyor belts and by pressing switches to create temporary platforms. Kevin is also equipped with bombs to dispose of obstacles such as crates or doors. On levels where the water rises, Kevin has the opportunity to save the passengers from drowning by inflating a rubber dingy; the Dim passengers automatically climb into the dingy as it touches them, but you still need a certain amount of luck as they have to grab onto a ladder in order to reach the Escape Hatch.



The amount of rescued Dim passengers needed to proceed varies from level to level. Most levels have around three to six passengers, allowing you to lose one or two. A password is given every few levels, enabling you to return to the same level later. **S.S. Lucifer** has a great addictive quality, nice graphics and parallax scrolling included in many of the levels. One snag is that it's too easy for the more experienced gamer, but with 100 levels it will still take some time to get through. It's certainly a game worth playing until completion. - DG

FAST FAX

PUBLISHER: CODEMASTERS
PRICE: £39.99

GRAPHICS 87
SOUND 79
PLAYABILITY 86

RAVES
An addictive and fun puzzler

GRAVES
No point playing again after completion

OVERALL 84%

THE ETERNAL CHAMPIONS

LARSON'S REVENGE PART 2

SCRIPT: MICHAEL COOK
ART: JON HAWARD
LETTERING: TOM FRAME

"CHICAGO, 1927. I'D BEEN HIRED BY PERSON OR PERSONS UNKNOWN TO LIFT SOME INCRIMINATING PAPERS FROM THE CITY'S NEW CRIME BOSS, THE WHITE ORCHID.
"I GUESS THEY JUST FORGOT TO MENTION SHE'S ALSO AN ETERNAL CHAMPION FROM THE YEAR 1994."
SHADOW YAMOTO!
TYLER!
IT'S OK, BOSS, WE GOT THE LOW-LIFE COVERED. JUST GIVE THE WORD.
NO. LEAVE US. SIT DOWN, LARCEN. LET ME EXPLAIN.
JUST WHAT THE HELL ARE YOU DOING HERE?
YOU BETTER DO IT QUICK, LADY. LARCEN TYLER DOESN'T LIKE BEING LEFT IN THE DARK.
AS YOU MAY HAVE SURMISED, I HAVE BEEN SENT BY THE ETERNAL CHAMPION...

"WHEN OUR STRUGGLES AGAINST NAKANO* WERE OVER, AND THE REST OF YOU WERE RETURNED TO YOUR VARIOUS TIME STREAMS, I WAS KEPT BEHIND AT FORTRESS ETERNITY.
"THE NEVER-ENDING BATTLE BETWEEN GOOD AND EVIL, WHICH WE MUST FIGHT, TAKES MANY FORMS.
"I HAVE BEEN BRIEFED ON THE HISTORY OF THIS PERIOD AND INSTRUCTED TO DEVELOP AN ORGANISED CRIME SYNDICATE TO MATCH ANY IN OLD CHICAGO.
* SEE STC Nos 19-24 — MEGADROID.
...AND THE ETERNAL CHAMPION SPECIFICALLY FORBADE **YOUR** INVOLVEMENT.
ANYTHING THAT HAPPENS IN THIS TOWN AFFECTS ME. I GOT ENEMIES HERE. ENEMIES WHO WANT ME **DEAD!**
LISTEN, LADY, I **AM** INVOLVED. THIS IS MY TURF AND DON'T YOU FORGET IT.

THAT MAY BE PRECISELY WHY YOU COULD NOT HAVE CARRIED OUT THE ETERNAL CHAMPION'S PLAN AS EFFECTIVELY AS I.
UNDER THE GUISE OF ORIENTAL GANGSTER **WHITE ORCHID**, I'VE BUILT UP ONE OF THE BIGGEST **BOOTLEGGING** OPERATIONS IN AMERICA.
AND THAT'S GOING TO HELP YOU FIGHT EVIL?
I CAN TELL YOU NO MORE. NOW YOU MUST LEAVE. I HAVE A CRUCIAL RENDEZVOUS TONIGHT AT THE **SIMPSON QUARRY**.
WAIT. IT'S NOT SAFE. YOU ALREADY GOT ENEMIES HERE. I GOT A NOTE — INSTRUCTIONS TO STEAL FROM YOU.
YOU MUST TAKE **NOTHING**, LARCEN. THE ETERNAL CHAMPION'S WORK IS NOT HELPED BY YOUR **MEDDLING**.
IF YOU'RE MAKING ENEMIES IN MY TOWN, MAYBE YOU NEED SOME **LOCAL KNOWLEDGE**.
THE FIRST PIECE IS FOR FREE. YOU NEED TO COVER UP, LADY. THIS **IS** 1927 AND THEY DON'T CALL THIS THE 'WINDY CITY' FOR NOTHIN'!

"SIMPSON'S QUARRY A FEW MILES OUT OF TOWN. IT'S A DARK, SPOOKY PLACE."
LEAVE NOW, LARCEN. MY CONTACT TOLD ME TO COME HERE ALONE.
YOU'RE NOT LEAVING MY SIGHT TILL I GET TO THE BOTTOM OF THIS. I NEED TO KNOW WHO SENT ME HERE AND WHO IN CHICAGO KNOWS I'M STILL ALIVE!
YOUR ENQUIRIES MUST WAIT UNTIL I HAVE FINISHED MY BUSINESS WITH MISTER TAGLIANI...
WAIT! TAGLIANI...?
HOLD IT RIGHT THERE, WHITE ORCHID. THIS IS THE POLICE!
WHA...?
PUT DOWN YOUR WEAPONS. I REPEAT. PUT DOWN YOUR WEAPONS.
IT'S AN AMBUSH!

OOF!
LOOKS LIKE WE'VE BEEN SET UP, SHADOW. AND I FOR ONE DON'T LIKE BEING PLAYED FOR A PATSY.
SLICE AND DICE, SHADOW, AND WE CAN SPLIT BEFORE THE BACK-UP ARRIVES.
JON HAWARD
"I DON'T GET IT."
PTOW!
LEAVE THE GOON, WE GOT THE BOSS LADY.
POLICE
"YAMOTO'S GOT MORE MOVES THAN A CHAPLIN MOVIE BUT SHE'S LETTING THEM TAKE HER AWAY. SHE MIGHT BE AN ETERNAL CHAMPION. BUT I DON'T KNOW IF I CAN TRUST HER.
"AND NOW SHE'S MIXED UP WITH TAGLIANI. THE CRIME BOSS WHO WANTS ME DEAD. HE KILLED ME ONCE. I AIN'T GONNA GIVE HIM ANOTHER CHANCE."
NEXT ISSUE: IN ALL THE OLD FAMILIAR PLACES.

NEWS Zone

Newshound: *Garry Penn.*

SONY'S MOVIE MANIA

FOUR FILMS FEATURE IN SONY'S LINE-UP

Sony Electronic Publishing has announced a quartet of film tie-ins for release between now and the middle of next year:

• **3 Ninjas Kick Back** - a mix of combat, stealth and strategy inspired by the (allegedly) 'hilarious' film of the same name (due out this Christmas). Help three young ninjas to protect their grandfather on his journey to Japan. Baddies such as ninjas, samurai warriors and Sumo wrestlers are out in force. **3 Ninjas Kick Back** (the game) is due for release next month on the Mega Drive and Mega-CD, priced at £39.99 each.

More Flintstone fun found in Fleetway's monthly comic.

• **The Flintstones** need no introduction, but it's worth mentioning that Fred's platform pranks are shaping up for a December release on the Mega Drive, at a price of £39.99.

• **Addams Family Values** is the third *Addams Family* game but only the second to be based on a film (Pugsley's Scavenger Hunt was inspired by the animation). Can Uncle Fester, armed with an electric zapper and a handful of Morticia's spells, rescue baby Addams from the maniacal baby-sitter? The action is far more puzzle-intensive than previous outings. **Addams Family Values** will be available for the Mega Drive in early 1995 (but - you guessed it - there's no price yet).

• Mary Shelley's classic novel **Frankenstein** has been re-made as a film once again, this time by Kenneth Brannagh and with Robert De Niro starring as the monster. Surprisingly, in the video game you don't play the Baron in search of parts, but the monster, lumbering through six levels to discover its unpleasant origins. **Frankenstein** is out in Mega Drive and Mega-CD versions in the first half of 1995. No prices as yet.

JUST CAN'T WAIT FOR THE KING?

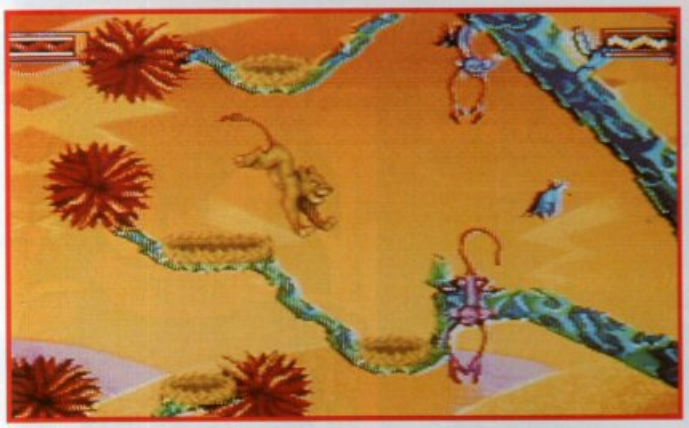
THE WAIT FOR VIRGIN'S GAME IS NEARLY OVER!

*The entire gang from the film, **The Lion King**.*

The game version of Disney's latest animated feature film, **The Lion King**, is now ready for release on the three main Sega systems courtesy of Virgin. More details of the game have emerged since its last mention in STC (News Zone, 34).

You get to control our four-legged hero, Simba, the lion cub. There are 10 levels in all - the ultimate leading to Simba becoming a full-grown lion with new abilities and a final confrontation with the evil Scar.

Young Simba - who just can't wait to be king?



Young Simba monkeying around on the Mega Drive.

Bonus stages put you in command of the wart hog Pumbaa and the meerkat Timon.

This platform-heavy adventure has been put together by Westwood Studios (the American team behind *Dune: The Battle Of Arrakis* for the Mega Drive) with the considerable help of Disney's talented team of animators (providing some 2,000 new frames specially for the game).

The 24MB cart also features an adaptation of the film's hit musical score by Elton John and Tim Rice.

The Lion King film, already showing country-wide, is reckoned to be the sixth most successful film (of any kind) ever made. The game, however, won't be out until next month - but will be worth the wait. It will be available for the Mega Drive, Game Gear and Master System.

Danger lurks in every level for Young Simba.

Young Simba - roar of the wild one.

SHORT BURSTS

BEETHOVEN'S BARKING FUN

That big, cuddly (bleurgh!) dog *Beethoven* will be searching for his missing pups on your Mega Drive from February of next year. Hi Tech Entertainment's **Beethoven The 2nd: The Quest For The Missing Pups** is - surprise - based on the film of the same name (out now on video, in case you were curious).

FIGHTIN' TALK

Double Dragon V: The Shadow Falls is released on the Mega Drive this Christmas at a price to be announced. Unlike the three previous *Double Dragon* releases (the first two were never seen on the Sega systems), this fifth incarnation (don't ask about the fourth) is not a scrolling *Streets Of Rage* style event, but a one-on-one combat simulation. There are eight characters with different attributes and special attacks, and a host of options ice the cake, so to speak. The question is, can it stand up to the heavyweights, *Super Street Fighter II* and *Mortal Kombat II*?

ANOTHER MEGA-BLAST?

The run 'n' jump 'n' blast action of *Turrican* (plus two sequels) has proved a big hit on the Amiga over the past five years. In **Mega Turrican**, the hard-man hero in an assault suit (complete with laser gun and grappling hook) has been beefed-up for his new appearance on the Mega Drive. There are five worlds, each with three levels, plenty of power-ups and a final fight with the Alien Queen to keep you on your toes. **Mega Turrican** will be available next month, price £39.99.

BIG, BAD BATTLETECH

Take control of a VERY heavily armed assault walker (complete with cannons, lasers and missiles) in **Battletech** for the Mega Drive. A fierce future battleground features 25 missions spread across five different war zones full of power supplies, aircraft hangars, radar bases and enemy troopers to destroy. **Battletech**'s out on the Mega Drive at the end of this year.

GRAPHIC Zone

HALLOWEEN HORROR SPECIAL

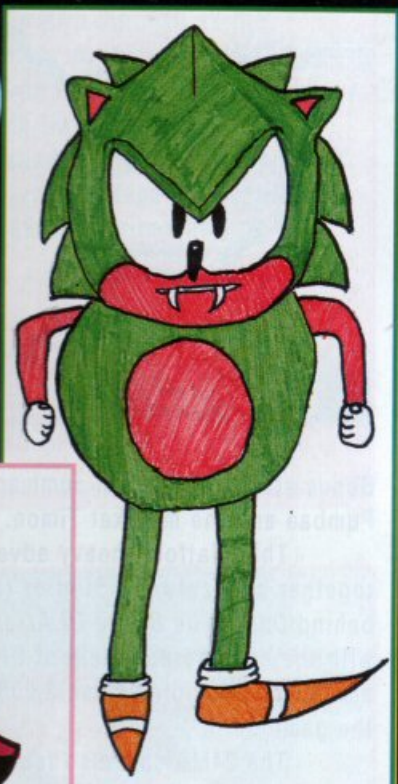
Blood-sucking vampires...pretty scary, eh? Well, brace yourselves 'cos this spine chilling Halloween selection of Sonic and Tails guises will make your toes curl! To ward off these evil monsters, the creative Boomers will each receive an original, *STC* badge, not seen since issue 2.

Colourful fangs.

Mark Vodicka, Solihull, W. Midlands. GG owner. Sonic Badge Winner.

Come fly with me.

Andrew Nicholls, Tipton, W. Midlands. MD owner. Sonic Badge Winner.



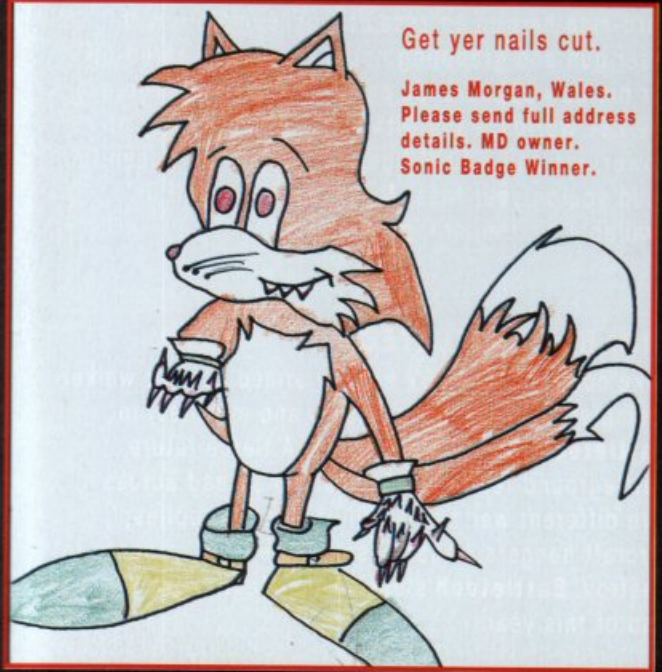
Green for danger.

Please send full name & address details. Sonic Badge Winner.

Please send full name & address details. Sonic Badge Winner. ↓

Get yer nails cut.

James Morgan, Wales. Please send full address details. MD owner. Sonic Badge Winner.



Fancy a quick pint?

Tails

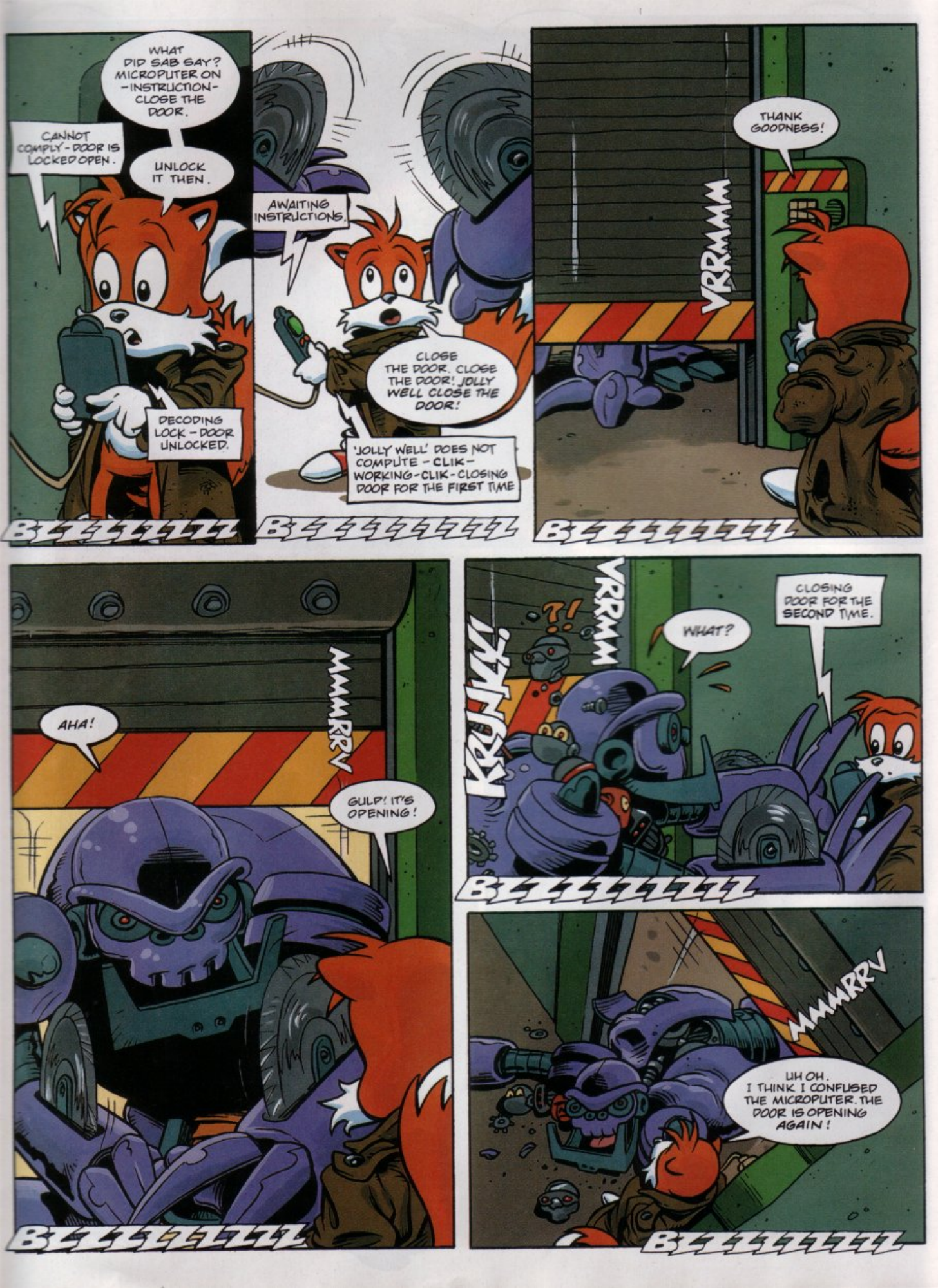
Zonerunner & The Flock

Part 4

Script: Mark Eyles
Art: Roberto Corona
Lettering: Elitta Feil

TAILS AND HIS NEW FRIENDS, THE FLOCK, ARE TRYING TO PREVENT THE ROBOT, NUTZAN BOLT, FROM BREAKING DOWN THE BARRIER AND FLOODING THE SURROUNDING ZONES WITH MEGAMACK TOXIC WASTE.
NOW TO END YOUR INTERFERING, ZONE-RUNNER.
YOU DISTRACT NUTZAN, ZONERUNNER*, WHILE THE FLOCK DESTROYS HIS SECURITY ROBOTS!
YIKES! COULDN'T WE TALK ABOUT THIS, NUTZAN?
* ZONERUNNER - SOMEONE WHO TRAVELS THE ZONES OF MOBIUS FIGHTING ROBOTNIK - MEGADROID.
OH DEAR, THEY'VE NEARLY BROKEN THROUGH THE BARRIER.
FLYING WON'T SAVE YOU, ZONERUNNER.
KER-BOOM
OH BOY ...I WISH SONIC WAS HERE!
THE 'S' WORD! YOU USED THE 'S' WORD!

YOUCH!
BWAMM
BAAAMM!
OOF!
OH NO... NOT THE NECK-SAWS!
NO MORE AMMO. I USUALLY SAVE THESE FOR DECAPITATING ROBOTS -BUT IN YOUR CASE I'LL MAKE AN EXCEPTION.
CLUNK
CLIK
IF ONLY I CAN REMEMBER HOW TO USE THE MICROPUTER AND SHUT THIS SECURITY DOOR.
UH, OH.
BZZZZZZZZZ


WHAT DID SAB SAY? MICROPUTER ON -INSTRUCTION- CLOSE THE DOOR.
CANNOT COMPLY - DOOR IS LOCKED OPEN.
UNLOCK IT THEN.
DECODING LOCK - DOOR UNLOCKED.
BZZZZZZZZ
AWAITING INSTRUCTIONS.
CLOSE THE DOOR. CLOSE THE DOOR! JOLLY WELL CLOSE THE DOOR!
'JOLLY WELL' DOES NOT COMPUTE - CLIK - WORKING - CLIK - CLOSING DOOR FOR THE FIRST TIME
BZZZZZZZZ
VRRMMM
THANK GOODNESS!
BZZZZZZZZ
MMMRRV
AHA!
GULP! IT'S OPENING!
BZZZZZZZZ
KRUNK!
VRRMMM
?!
WHAT?
CLOSING DOOR FOR THE SECOND TIME.
BZZZZZZZZ
MMMRRV
UH OH. I THINK I CONFUSED THE MICROPUTER. THE DOOR IS OPENING AGAIN!
BZZZZZZZZ

JOLLY WELL CLOSING DOOR FOR THE THIRD TIME!
VRRMMM
CHUNKK!
DRAT THAT ZONERUNNER! TIME FOR A TACTICAL WITHDRAWAL – HEAD-WHEELS OUT!
YOU MAY HAVE WON THIS TIME, ZONERUNNER, BUT I WILL RETURN. YOU HAVEN'T HEARD THE LAST OF NUTZAN BOLT.
TAILS GOES TO FIND THE FLOCK AND DISCOVERS THAT THEY'VE BEATEN SOL FURIC, TESS TUBE AND THE SECURITY ROBOTS.
NUTZAN'S EXPLOSIONS DESTROYED THE CONSTRUCTION ROBOTS, MELTED THE METAL ROUND THE HOLE AND SEALED IT. THANKS TO YOU THE ZONES ARE SAFE.
THEY DID? THEY ARE? BUT..UM... OH BROTHER.
I'D BETTER NOT TELL THEM WHAT HAPPENED TO NUTZAN OR THEY'LL THINK I'M A REAL HERO - AND THAT'LL GET ME INTO WORSE TROUBLE.
WE'LL FIX YOUR MICROPUTER AND MEND YOUR COAT, ZONERUNNER. THEY'LL BE WAITING FOR YOU WHEN YOU NEXT VISIT THE CHEMICAL PLANT ZONE.
OH, AND BY THE WAY, HOW DID YOU DEFEAT NUTZAN BOLT?
I DIDN'T REALLY DO ANY-THING. IT WAS THE SECURITY DOOR...
SO MODEST, SO BRAVE. EVERYTHING A ZONERUNNER SHOULD BE. THE FLOCK SALUTES YOU.
'BYE, EVERYONE.
WAIT TILL I TELL SONIC ABOUT ALL THIS!
I'VE BEEN LOOKING ALL OVER FOR YOU, PIXEL-BRAIN! COME ON, WE'VE GOT WORK TO DO. THIS IS NO TIME TO BE PLAYING!
SIGH!
NEXT: TAILS GOES SOLO!

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Yes, Boomers, normal Q Zone service has resumed. STC's regular Game Guru David Gibbon has returned to solve those difficult games on the Sega systems. If you have a game query, drop a line to the Q Zone at the usual STC address.

Tips & Cheats

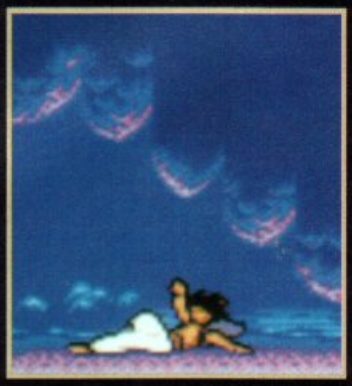
ALADDIN

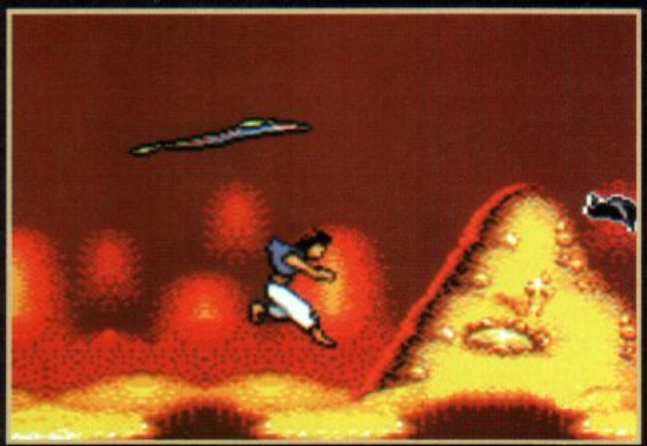
MS GG

This magical game from Virgin has left Boomers around the globe spellbound with its stunning graphics. Although the Mega Drive game was superior, the Master System/Game Gear versions were still impressive. Fancy a level warp cheat? Thought you might:-

To warp to any level just enter the code, then confirm it with button 1 (if you use button 2 it won't work).

LEVEL	CODE
1	AJGJ
2	LAEA
3	ASNF
4	DMIA
5	INSI
6	NEUA
7	AALG
8	BLTO
9	UIAN





FIFA SOCCER

MCD

The CD version of **FIFA Soccer** featured some great animation sequences and a tour of Wembley Stadium. If you're looking to spice up the game then take a look at these codes:-

Enter the options screen and use the A, B and C buttons on your joypad to enter the code.

CHEAT	JOYPAD BUTTONS
Dream Team	AA BB CC AA
Super Keeper	BA BB BB BB BB
Crazy Ball	CA BC CB AC
Super Goalie	AA AA BB BB
Invisible Wall	CC CB AA AB

PETE SAMPRAS TENNIS

With Wimbledon well and truly over, what better way to enjoy tennis again than to battle it out with your pals on the Mega Drive. The world's top player, Pete Sampras, has endorsed this, in my opinion the best tennis game ever. The cart even features a built-in 4-player adaptor called the J-Cart. Here's some cheats and help for all you tennis fans:-

TOP SHOTS

To get the best out of this fab game and to enable you to beat your opponent with ease, make sure you know how to produce the following top shots:-

POWER SWERVE - Hit the B-button, press and hold the D-Pad in the direction of your opponent, and press B again to hit the ball.

DROP SHOT - Press the joypad away from your opponent as you hit the ball to perform a drop shot. The longer you hold it the more it'll drop. Make sure you get it over the net, though!

SMASH - Move in close to the net. Wait until the ball is lobbed above your head and press the B button on the joy pad. Add extra power by pushing the joy pad towards your opponent at the same time.

TOP SPIN - This difficult shot is very effective, especially on the grass court. However, it has a tendency to hit the net if performed when the ball is too low. Press the C button on its own for a top spin shot.

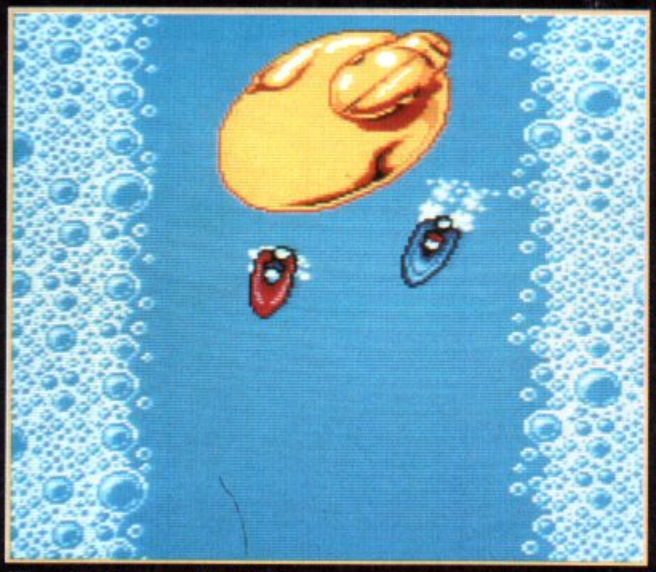
MICRO MACHINES

Micro Machines on Mega Drive

The mega-selling **Micro Machines** still has everyone glued to their screens, even though the game was launched during 1993.

The playability is almost as addictive as *Sonic 3*. However, a secret game is hidden away but you'll need two Game Gears plus two copies of the game. A tall order but read on for more info ...

If you're able to get your hands on the above items, prepare to play the free and fairly playable *Jon's* Squinky Tennis! First, link up both handhelds and place a cart in either machine. As soon as the Absolutely Brilliant logo appears, hold down Start, 1 and 2 on both handhelds simultaneously. If all goes well, you should now be playing the freebie tennis game. Incidentally, if you're after extra speed in a single-player game, then reverse over the finishing line in the qualifying race (this will work on every circuit except *Desktop Drop Off*).



Micro Machines on Mega Drive

Decap Attack

WHO KILLED CHUCK? PART 5

SCRIPT & ART: NIGEL KITCHING

LETTERING: STEVE POTTER

BELIEVING CHUCK GUILTY OF KILLING A DOUBLE GLAZING SALESMAN, DETECTIVE CASE CORNERS HIM IN THE CASTLE DUNGEON. THEN...
HEH, I SCARED THAT COPPER REAL GOOD! LOOK AT HIM RUN!
CH... CH... CH...
CH... CH... CH...
HEAD, WILL YOU KNOCK IT OFF WITH THE TRAIN IMPRESSIONS!
CHOMP!
CH... CHUCK, BEHIND YOU!
NICE WARNING, BONE HEAD!

MUNCH! MUNCH! MUNCH! MUNCH!
KREEK!
P-TOOO!
BOINNG!
A LITTLE TOUGHER THAN I WOULD HAVE LIKED, BUT IN ALL A PLEASANT LITTLE SNACK.
IT SHOULD KEEP ME GOING UNTIL ELEVENSES ANYWAY.
MMMM!
UH-OH, SOMETHING MUST HAVE DISAGREED WITH ME!
BUMP!
THUNK!
DUNK!
BLEURGH!

SERVES ME RIGHT FOR EATING BETWEEN MEALS! WHAT MUST YOU *THINK* OF ME!
OH DON'T WORRY ABOUT IT! CHUCK MAKES *EVERYONE* SICK.
VERY FUNNY!
NOW, LET'S GET OUT OF HERE BEFORE THE COP COMES BACK!
IF YOU'RE STILL HUNGRY, HOW ABOUT *HIM?*
OH, I *COULDN'T!*
HOLD IT RIGHT THERE *CHUMMY!*
THERE'S NOWHERE LEFT TO HIDE!
ZIP!
I WOULDN'T SAY THAT, COPPER!
WHAT?

COME OUT OF THERE THIS MINUTE YOUNG FELLA-ME-LAD!
WE KNOW YOU'RE IN THERE PUNK... WE'VE GOT THE PLACE SURROUNDED!
RIGHT, THAT'S IT! I'M COMING IN!
I DIDN'T ALWAYS DO THIS FOR A LIVING YOU KNOW.
THE DRAMA CRITIC OF THE WIGAN ADVERTISER SAID MY YORICK WAS ONE OF THE MOST MOVING PERFORMANCES HE HAD EVER HAD THE PRIVILEGE TO WITNESS!
BOKK!
ALL RIGHT COPPER... I'M COMING OUT!
UHHNH...
AS I RECALL, THE WIGAN ADVERTISER DESCRIBED YOUR YORICK AS 'CRASS AND UTTERLY TASTELESS'.
MY INTERPRETATION OF THE PART WAS SIMPLY TOO CHALLENGING FOR THEM... BESIDES, I CAN ONLY DO A COCKNEY ACCENT.

NEXT: IT'S A FAIR COP!

SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

You little Devil, Sonic...

Ben Parkin, Brentwood, Essex.
GG, MS & MD owner.
Sonic Water Fun Game Winner.

Critical Eye

Dear *STC*,

I have one complaint about your magazine ... during the last **Eternal Champions** series, the characters travelled to the Cyber-dome and captured a gun which RAX clearly stated "will rip through six-inch steel plate like butter." Later on, when they battled Nakano, Trident complained about the gun and Nakano stated that his craft had only 5cm armour. Yet the gun couldn't pierce the armour. Now, is it just me or have you made a mistake?

Stephen White, Purley, Surrey. GG owner.
Sonic Water Fun Game Winner.

*Good try, Step. What you (and Trident) failed to notice was that Nakano's craft was made out of 5cm **Adamantium** armour - a metal far more superior in strength to steel plate. Didn't fool me!*

Watch out! Sonic the Vampire Bat fancies a nibble...

Lisa Gilbert, Worthing, W. Sussex.
MD owner.
Sonic Water Fun Game Winner.

Mug Shot

Dear *STC*,

While I was on holiday with my parents we stopped off at a service station where I decided to have my photo taken. The machine had a screen showing various famous faces allowing me to choose who I wanted to be photographed with. What I want to know is where was Sonic? I had to settle for Madonna instead!

Anon, Torquay, Devon, MD owner.
Sonic Water Fun Game Winner.

A lot of famous humes have said that, Anon.

Brassed Off

Dear STC,

I'm disgusted with the Back Issue Zone. I missed *STC 15* — but when I realised I had to purchase four issues (minimum order price £4.40) in order to get the ONE issue I want — well, it's a con!

Carl Allum, Basildon, Essex. MD owner.
Sonic Water Fun Game Winner.

*The inventor of this idea was probably lost in the **backward zone!** Ever considered subscribing, Carl?*

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

ON THE STREETS - RIGHT NOW!

STREETS OF RAGE

STARRING IN

Sonic THE POSTER MAG No.7

NEW STREETS OF RAGE STORY PLUS GIANT-SIZE ACTION POSTER!

£1.75

WORD IS, IT'S HOT!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 38 OF STC?

☐ %